Everyone chooses their actions

Everyone reveals their actions

Resolve Attacks

The attack proceeds

The attack ends

Attacker declares their target

Is the target defending?

No   **Yes**

Are they still in range?

Yes   **No**

Target rolls for defense. Does the attack proceed?

Yes   **No**

Does the target get a counter-attack?

Yes   **No**

Resolve counter-attack

Resolve Unplayed Defenses

Any unattacked defenders move 1 hex

Resolve Movements *starting with lowest initiative*

Players who played Move move their token

Did they play Move in the previous round?

No   **Yes**

Move regular distance

Move regular distance -1

Resolve Special Actions

Players who've played Aim without taking damage mark their token

Card 1 (Row 1, Col 1)

Action - Movement

Move

Move 4 hex

(-1) *hex if played previous round*
(-1) *hex for rough terrain*
(-2) *for moving another body.*

Optional if Aimed:
Move 6 hex

Card 2 (Row 1, Col 2)

Defense | ~

Defend

Negate effect of attack and move 1 hex

Roll with Disadvantage
unless adjacent or behind cover

- -	Fail
-	Attack Disadvantaged
0	~
+	Counter Attack w/ Dis.
+ +	**Counter Attack**

Card 3 (Row 1, Col 3)

Action - Special

Aim

Advantages next attack or defense

Applies Aim effect to next attack

Disadvantages defense against next attack

Effect is retained for one additional round if not used

Card 4 (Row 1, Col 4)

Attack - Special | *Restraints*

Restrain

Disarm & indefinite stun

Damage: **0**
Range: **Adjacent**

Must have 6 HP > target to use

Can by played to release allies

- -	Fails & offers counter attack w/ disadvant.
-	Fails, but +3 dam.
0	~
+	~
+ +	~

Card 5 (Row 2, Col 1)

Action - Movement

Move

Move 4 hex

(-1) *hex if played previous round*
(-1) *hex for rough terrain*
(-2) *for moving another body.*

Optional if Aimed:
Move 6 hex

Card 6 (Row 2, Col 2)

Defense | ~

Defend

Negate effect of attack and move 1 hex

Roll with Disadvantage
unless adjacent or behind cover

- -	Fail
-	Attack Disadvantaged
0	~
+	Counter Attack w/ Dis.
+ +	**Counter Attack**

Card 7 (Row 2, Col 3)

Action - Special

Aim

Advantages next attack or defense

Applies Aim effect to next attack

Disadvantages defense against next attack

Effect is retained for one additional round if not used

Card 8 (Row 2, Col 4)

Attack - Special | *Restraints*

Restrain

Disarm & indefinite stun

Damage: **0**
Range: **Adjacent**

Must have 6 HP > target to use

Can by played to release allies

- -	Fails & offers counter attack w/ disadvant.
-	Fails, but +3 dam.
0	~
+	~
+ +	~

Card 9 (Row 3, Col 1)

Attack - Close | *Unarmed*

Punch

Damage: **4**
Range: **Adjacent**

(1) *hex of movement*

- -	~
-	~
0	~
+	Stun
+ +	Stun

If Aimed: **8 Dam. & Stun**

To tackle:
Play Move, then take stun

Card 10 (Row 3, Col 2)

Attack - Close | *Unarmed*

Punch

Damage: **4**
Range: **Adjacent**

(1) *hex of movement*

- -	~
-	~
0	~
+	Stun
+ +	Stun

If Aimed: **8 Dam. & Stun**

To tackle:
Play Move, then take stun

Card 11 (Row 3, Col 3)

Attack - Close | *Unarmed*

Trained Strike

Damage: **5**
Range: **Adjacent**

(1) *hex of movement*

- -	~
-	~
0	Stun
+	Stun
+ +	Stun

If Aimed: **10 Dam. & Stun**

To tackle:
Play Move, then take stun

Card 12 (Row 3, Col 4)

Attack - Close | *Unarmed (Claws)*

Claw!

Damage: **5**
Range: **Adjacent**

(1) *hex of movement*

- -	~
-	~
0	Stun
+	Stun
+ +	Stun

If Aimed: **10 Dam. & Stun**

To tackle:
Play Move, then take stun

Spray

Attack - Close — *Sprayer*

Damage: 4
Range: Adjacent

① *hex of movement*

- -	~
-	~
0	Stun
+	Stun
+ +	2x Stun

If Aimed:
(Advantage)

Taze Strike

Attack - Close — *E-baton*

Damage: 6
Range: Adjacent

① *hex of movement*

- -	~
-	~
0	Stun
+	Stun
+ +	2x Stun

If Aimed:
10 damage & Advantage

Taze Strike

Attack - Close — *E-baton*

Damage: 6
Range: Adjacent

① *hex of movement*

- -	~
-	~
0	Stun
+	Stun
+ +	2x Stun

If Aimed:
10 damage & Advantage

Club

Attack - Close — *Improv. Melee*

Damage: 6
Range: Adjacent

① *hex of movement*

- -	~
-	~
0	~
+	Stun
+ +	Stun

If Aimed:
10 Damage & Stun

Stab!

Attack - Close — *Knife*

Damage: 6
Range: Adjacent

① *hex of movement*

- -	-2
-	-1
0	~
+	+1
+ +	+2

If Aimed:
12 Damage

Sword Strike

Attack - Close — *Sword*

Damage: 8
Range: Adjacent

① *hex of movement*

- -	~
-	~
0	~
+	+2
+ +	+4

If Aimed:
18 Damage & Stun

Spear

Attack - Close — *Spear*

Damage: 7
Range: Adjacent + 1

① *hex of movement*

- -	-2
-	-1
0	~
+	+2
+ +	+4

If Aimed:
14 Damage & Stun

Staff Strike

Attack - Close — *Bo Staff*

Damage: 6
Range: Adjacent + 1

① *hex of movement*

- -	~
-	~
0	Stun
+	Stun
+ +	Stun

If Aimed:
10 Damage & 2x Stun

Slingshot

Attack - Ranged — *Slingshot*

Damage: 4
Range: ≤ 5

Range 6 - 7 with disadvant.

- -	~
-	~
0	~
+	+1 & Stun
+ +	+1 & Stun x2

If Aimed:
+2 damage & Advantage

Nanodart

Attack - Ranged — *Nanodarter*

Damage: 4
Range: ≤ 5

Range 6 - 7 with disadvant.

- -	~
-	~
0	Stun
+	Stun
+ +	Stun x2

If Aimed:
6 Damage & Stun

Microdart

Attack - Ranged — *Darter*

Damage: 4
Range: 2 - 6

Range 7 - 8 with disadvant.

- -	~
-	~
0	Stun
+	+1 & Stun
+ +	+2 & Stun x2

If Aimed:
+4 damage & Advantage

Glueshot

Attack - Ranged — *Gluegun*

Damage: 0
Range: ≤ 4

Range 5 - 6 with disadvant.

- -	~
-	~
0	Stun
+	Stun x2
+ +	Stun x2

If Aimed:
Restrains targets ≤ 10 HP
(or Advantage)

Pistol Shot

Attack - Ranged — *Pistol*

Damage:	**5**
Range:	**≤ 5**

Range 6 - 7 with disadvant.

- -	-2
-	-1
0	0
+	+1
+ +	+2

If Aimed:
+4 damage & Advantage
+8 damage if adjacent

Rifle Fire

Attack - Ranged — *Rifle*

Damage:	**6**
Range:	**2 - 6**

Range 7 - 8 with disadvant.

- -	-4
-	-2
0	0
+	+2
+ +	+4

If Aimed:
+4 damage & Adv.
+8 damage if 2 hexes away

Knife Throw

Attack - Ranged — *Shuriken*

Damage:	**2**
Range:	**≤ 5**

② *hexes of movement*

- -	-2
-	-1
0	Stun
+	+2 & Stun
+ +	**+4 & Stun**

If Aimed:
**Can be played twice
(with Advantage)**

Piercing Arrow

Attack - Ranged — *Shortbow*

Damage:	**6**
Range:	**2 - 6**

Range 7 - 9 with disadvant.

- -	-2
-	-1
0	0
+	+2
+ +	+4

If Aimed:
**Advantaged even if
disadvantages apply**

Pistol Shot

Attack - Ranged — *Pistol*

Damage:	**5**
Range:	**≤ 5**

Range 6 - 7 with disadvant.

- -	-2
-	-1
0	0
+	+1
+ +	+2

If Aimed:
+4 damage & Advantage
+8 damage if adjacent

Whip!

Attack - Ranged — *Whip*

Damage:	**4**
Range:	**≤ 3**

① *hex of movement*

- -	-2
-	-1
0	Stun
+	+1 & Stun
+ +	+2 & Stun

If Aimed:
+3 damage & Advantage

Yeet

Attack - Ranged — *Improvised*

Damage:	**2**
Range:	**≤ 5**

Range 6 - 7 with disadvant.

- -	~
-	-1
0	0
+	+1 & Stun
+ +	+2 & Stun

If Aimed:
+2 damage & Advantage

Stun Arrow

Attack - Ranged — *Shortbow*

Damage:	**4**
Range:	**2 - 6**

Range 7 - 9 with disadvant.

- -	-2
-	-1
0	Stun
+	Stun
+ +	**Stun x2**

If Aimed:
**Advantaged even if
disadvantages apply**

MedPutty

Consumable

Restores HP equal to
the users skill points in
Medicine + **Care**

*Benefit is half
when used on self
(rounded up)*

MedPutty

Consumable

Restores HP equal to
the users skill points in
Medicine + **Care**

*Benefit is half
when used on self
(rounded up)*

MedPutty

Consumable

Restores HP equal to
the users skill points in
Medicine + **Care**

*Benefit is half
when used on self
(rounded up)*

Repair kit

Consumable

Restores HP of
machines equal to the
users skill points in
Care +
Physics & Engineering

*Benefit is half
when used on self
(rounded up)*